

Figure 1

# INSERT ASSEMBLY

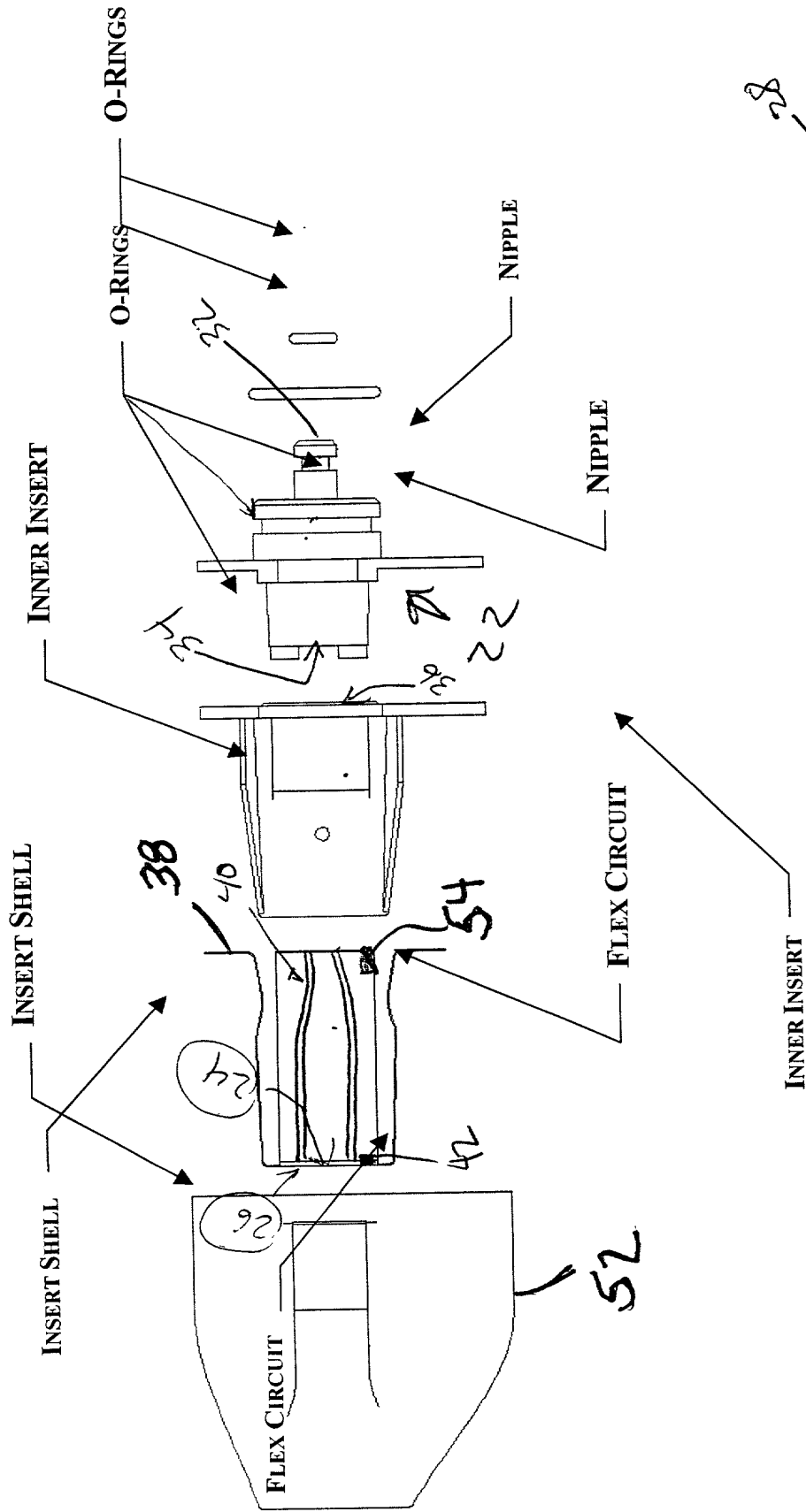


Figure 2

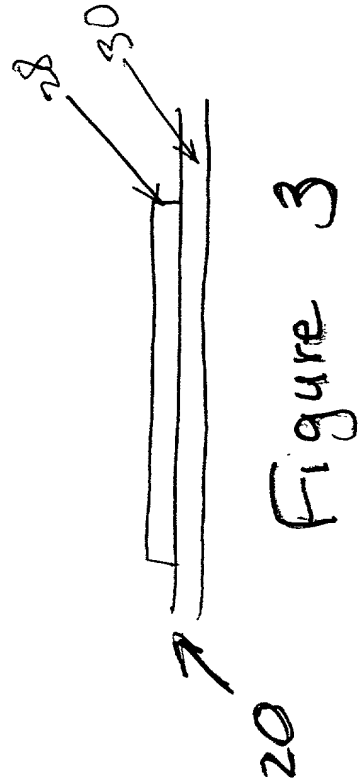
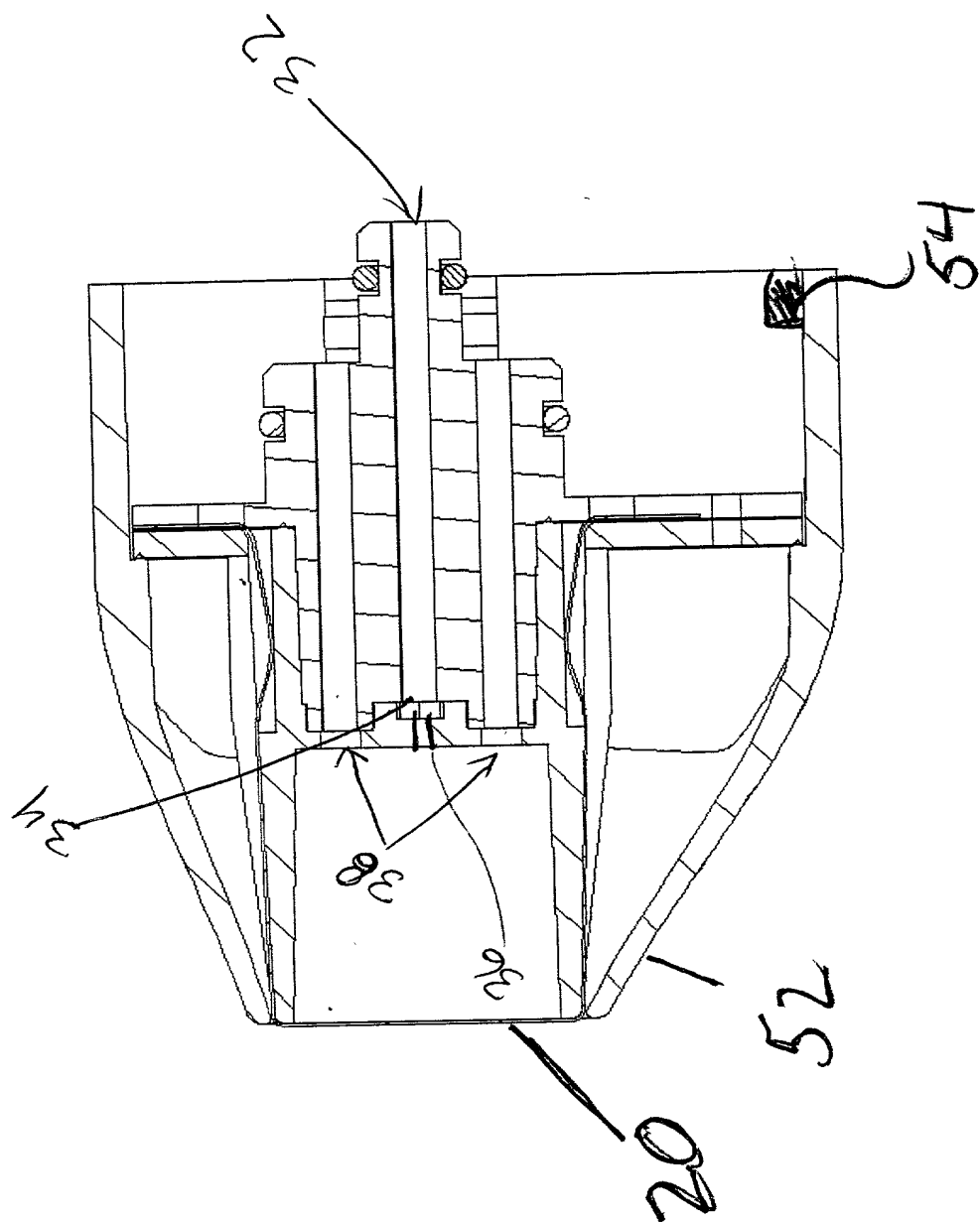


Figure 3





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